CHAPTER IV

RESULT AND DISCUSSION OF RESEARCH

In this chapter, the researcher presents the result and discussion of research. The data collected from the observation, interview, and documentation which are discussed based on the theory and concept from the previous chapter. This chapter is presented based on the research problem stated in the first chapter. It covered teaching reading by using *Kahoot* game at 8th grade of MTsN 2 Pamekasan.

A. Result

In this research, the researcher explained about how does the teacher teach reading by using *Kahoot* game at 8th grades of MTsN 2 Pamekasan and what are the students' responses on teaching reading by using *Kahoot* game at 8th grade of MTsN 2 Pamekasan. The researcher conducted this research on 8 March 2024 and 29 March 2024. It was conducted second meeting, the first meeting was on 8 March 2024 and the second meeting on 29 March 2024.

1. Result Of Observation

a. The first meeting

This research was conducted on the 8th grade students of MTsN 2 Pamekasan. The first observation on Friday 8 March 2024 it started at 07.00 a.m until 08.00 a.m. In this part the researcher was as non participant in teaching learning process English process. The researcher only observes the teacher and the students activities in teaching and learning English process. The students study about recount text by using *Kahoot* game.

1) **Pre teaching**

On Friday at seven o'clock, the first lesson is English. The teacher came into eighth grade A class. Before the lesson starts, they read a prayer together. After that, the teacher started the class by salam and greeting. She said "Assalamu'alaikum Warahmatullahi Wabarakatuh" and the students answers "Waalaikumsalam Warahmatullahi Wabarakatuh", then, the teacher said "Good Morning my students" the students answer "Good Morning teacher". After that, she asked about students conditions. She said "How are you today?" then the students answer "I'm fine". The teacher checked the students attendance list to know who was absent. She reviewed the previous meeting about definition of recount text. The teacher informs students about the media to be used, that is kahoot.

2) **Whilst teaching**

It was the main point in teaching learning process in the classroom. The teacher started the lesson by explaining the material about teaching reading "recount text" by using *Kahoot* game. The activities are describes as following below.

Teacher : "Ok my students. Today we would like to study about recount text by using *Kahoot* game. Do you still remember how to use *Kahoot* game?

Students : "I'am remember ma'am".

Teacher : " Well, if you remember, I will explain how to use *Kahoot* game".

The teacher explained the steps of using *Kahoot* game. Before that, teacher asks students to prepare their smartphones. The teacher asked the students to open the *Kahoot* App or open the web https://kahoot.it and insert the PIN given by the teacher on smartTV. Next, they are insert PIN and "nickname" on their smartphone. After the teacher click "start" on his *Kahoot* application, the game begins. The teacher provides recount text material entitle "Holiday" that has been prepared through the *Kahoot* application. Students are given 90 seconds to read and understand the text. And then, students are directed to work on questions that are at the end of the material in the *Kahoot* App. Every time students finish answering, it will be shown whether the answer is right or wrong. At the end of the game, the final rating and score of the participants will be displayed. After finishing the task, the questions are discussed together.
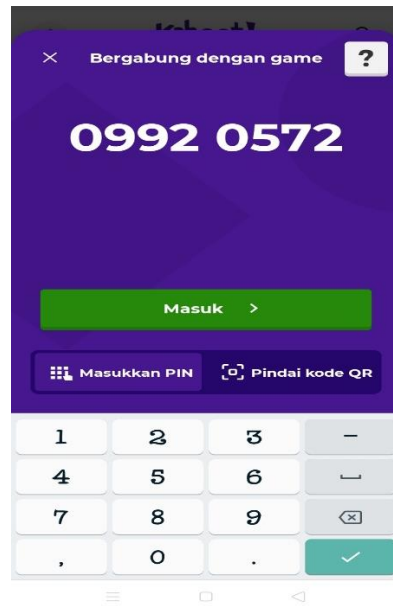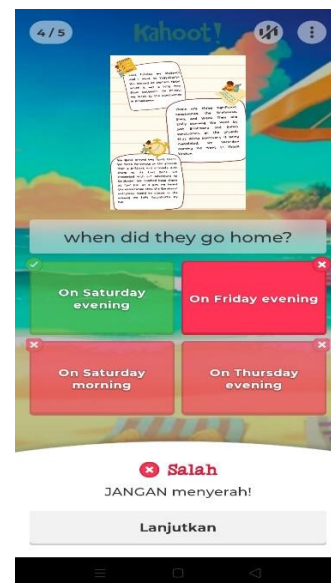
Picture 4.1 The students enter the PIN given by the teacher
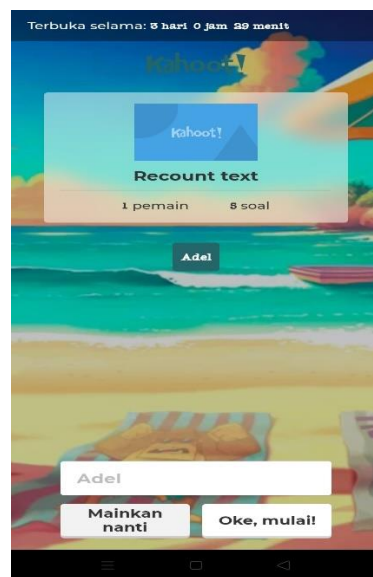
Picture 4.2 The students enter a nickname

Picture 4.3 The teacher provides recount text material entitle "Holiday"

Picture 4.4. Right and wrong answers

3) Post teaching

It is the last step of teaching and learning process in the classroom. At the end meeting, the teacher gave a conclusion about today's meeting. The teacher gave time to the students to ask about material that is not understand. Then the teacher tell the students

that the next meeting is still the same about recount text by using *Kahoot*. The teacher closed the class by saying "Assalamu'alaikum Warahmatullahi Wabarakatuh".

b. The second meeting

The second meeting of the research was conducted on Friday 29 March 2024. In the second meeting, learning process started at 07.00 a.m until 08.00 a.m. in this meeting is like first meeting where the researcher as a passive participant which just observed the teaching learning activity without following the teaching learning process. There are the steps of this meeting it will be discussed in the following.

1) Pre teaching

It is first steps of teaching learning process. The teacher opened the class by salam and greeting. She said "Assalamu'alaikum Warahmatullahi Wabarakatuh" then students replied it. The teacher say greeting to students "Good Morning my students, how are you today?". The students said "Good Morning teacher, I'm fine". Next, the teacher checked the students attendance. After that, the teacher and students prepare the device for learning like, laptop and smartphone.

2) Whilst teaching

At the second meeting, the topic is still the same as the first meeting, wich is about recount text. The teacher prepared a

question in the *Kahoot* application about recount text entitled "My Holiday".

   Teacher : "Ok my students, do you still remember how to use *Kahoot* game?"

     Students : "Yes ma'am".

     Teacher : "Because you already understand how to use *Kahoot* game, now we will answer the questions using *Kahoot* game".

     The teacher gave reading questions to students through *Kahoot* application. Teacher gives PIN to students on smartTV. Then, students enter the PIN and "nickname" on their smartphone. When the teacher click "start" then the game starts. The students answer the questions by using *Kahoot* game.
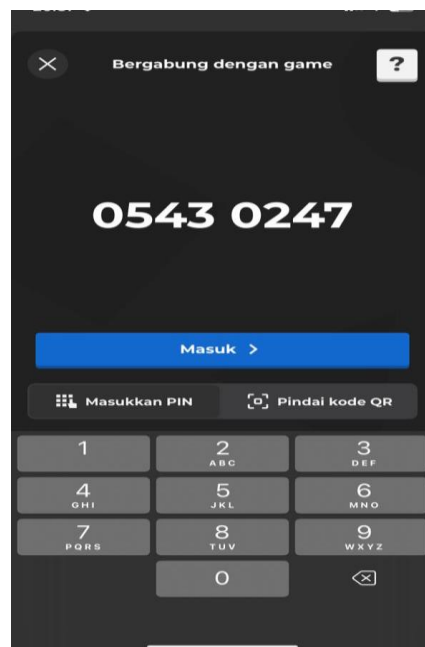
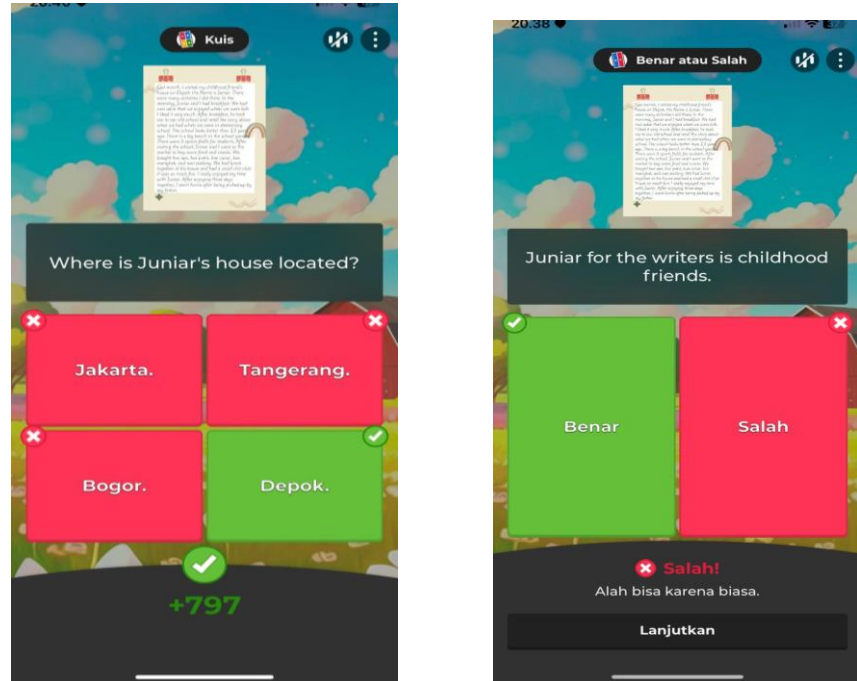Picture 4.5 The students enter the PIN given by teacher
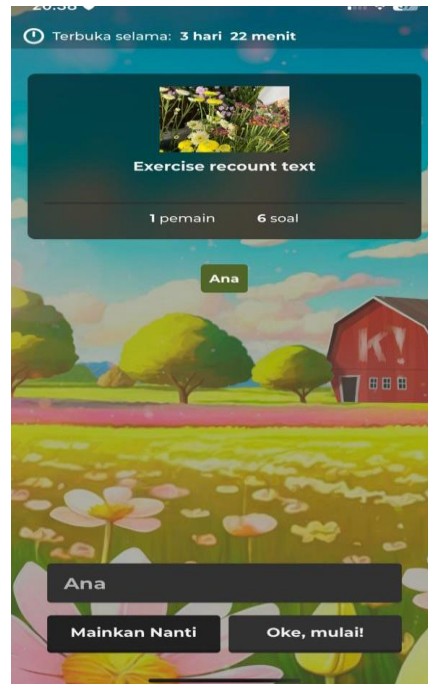
Picture 4.6 The students enter a nickname

Picture 4.7 The teacher provides recount text material entitle "A Holiday"

Picture 4.8 Right and wrong answers

3) Post teaching

The last, the teacher provide information to students abou the activities of the next meeting. The teacher closed the meeting by saying "Assalamu'alaikum Warahmatullahi Wabarakatuh".

2. Result Of Interview

a. Interview for the teacher

The researcher conducted the interview on 8 March 2024. The first interview the researcher asked about the use of *Kahoot* game in teaching reading at 8 grade of MTsN 2 Pamekasan. The researcher asked the teacher how to use *Kahoot* game in teaching reading?

The teacher said:

> "To use *Kahoot* as a teacher, firstly, I need to create a teacher account on the *Kahoot* website https://kahoot.com or *Kahoot* application, after that I can create an interactive quiz that suits subject matter. Next, I share the Pin to students on the projector screen. And then when I click the "start" on the *Kahoot*

application, the game starts. Once the quiz is complete, we can look at students' scores and performance analysis to evaluate their understanding of the subject matter."[39]

From the statement above the researcher can conclude if the teacher using *Kahoot* game, the teacher gives the Pin to the student, then the student fills in the nickname. When the teacher clicks start in *Kahoot* application, the game starts.

After that, the researcher asked what are the students' responses on teaching reading by using *Kahoot* game?

The teacher said:

> "When learning English using *Kahoot* game, students are very excited to learn. *Kahoot* game can make the classroom atmosphere active, and to understand the material more easily. So when the game is over, they also ask to play again with different material".[40]

Based on the results of interview above it is concluded that students like learning to use *Kahoot* which makes students become easy to understand the material and more enthusiasm in following the lesson.

b. Interview for the students

On Friday 26 April 2024 at 07.30 a.m. the researcher asked the students how to use *Kahoot* game in teaching reading?

The students said:

> "My name is Ana, the first I opened the *Kahoot* application. Next, enter the game PIN given by the teacher, then 'enter nickname' After that click "Ok, go! to join this game".[41]

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[39] Dien Fitriani Taqie, Teacher English of Inggris MTsN 2 Pamekasan, *direct Interview* (8 March 2024).

[40] Ibid.

[41] Mubayyanatul Hasanah, 8th grade student, *Direct Interview* (26 April 2024).

The researcher asked to other student.

The student said:

> "My name is Adel, first I visited the website https://kahoot.it/, next enter game PIN and nickname. After that, click "Ok, go!" to join the quiz."[42]

The conclusion of interview above is using *Kahoot* does not have to install the application, can opened by visited the *Kahoot* web in Google, next *Kahoot* already be used.

After that, the researcher asked what do you feel when the teacher use *Kahoot* game in teaching reading?

The students said:

> "My name is Intan, I feel learning to use *Kahoot* is fun, learning becomes more easy to understand. Because Kahoot is a questions, so I can learn a lot from doing questions, by doing question in *Kahoot*, the answer immediately appears the right and wrong. So immediately know the correct answer to that question".[43]

The researcher asked to other student.

The student said:

> "My name is Nayla, when the teacher uses the *Kahoot* game I feel interested in the material conveyed by the teacher, because the *Kahoot* media makes the lesson not boring".[44]

Similar questions are also asked by researcher to students class 8A about their opinion of studying reading by using *Kahoot* game. The student said:

> "My name is Ana, I feel game like *Kahoot* can make the learning process more interactive and fun".[45]

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[42] Nadira Rizky Abdillah, 8th grade student, *Direct Interview* (26 April 2024).

[43] Intan Nor Aini, 8th grade student, *Direct Interview* (26 April 2024).

[44] Nayla Firdausiyah, 8th grade student, *Direct Interview* (26 April 2024).

[45] Mubayyanatul Hasanah, 8th grade student, *Direct Interview* (26 April 2024).

While other students say that:

> "My name is Adel, I think *Kahoot* can understand lessons easily and quickly. *Kahoot* is a game-based learning, with doing things questions and there are right and wrong answers. Then the correct answer is explained by the teacher again about the questions and answers just now do the same thing next."[46]

Based on the results of the interview above it is concluded that students like studying English to use *Kahoot* which makes students become easy to understand the material and more enthusiasm in following the lesson.

B. Discussion Of Research

In this section, the researcher would like to discuss sbout the use of *Kahoot* game in teaching reading at 8th grades of MTsN 2 Pamekasan. The researcher had conducted her research process as making some interview with the teacher and students, observation in classroom, and takes a picture as documentation during in teaching learning process.

1. The Teacher Use *Kahoot* Game in Teaching Reading of MTsN 2 Pamekasan.

The researcher was done the observation at the 8th grade of MTsN 2 Pamekasan. Based on the observation the researcher know that, reading is one of the skills that students are less interested. Based on interview with some students at the 8th grade, the students said lazy to read the text, the students feel bored in reading. Students have difficulty in understanding the context of reading material. In reading lessons, students feel bored

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[46] Nadira Rizky Abdillah, 8th grade student, *Direct Interview* (26 April 2024).

quickly because learning strategies. When learning is held, it is only the teacher explain in front of the class. After that, students are given questions on paper as a test to determine students understanding of the material.

To make English teaching learning process succeeded, the important thing was how the students reading activities of the subject that they have learn was better. As the teacher, we must choose a good and suitable media to make the students more in their reading activities.

Kahoot game is a media that used by the English teacher at the 8th grade of MTsN 2 Pamekasan. *Kahoot* is an application that can be used by educators as an online learning tool in schools. *Kahoot* is a learning tool that can be used in a digital based learning. It is hoped that the use of *Kahoot* can increase students' interest and motivation in learning, create a learning interesting, not boring, and liked by students, and facilitate understanding of the reading learning material presented by the teacher in the students' learning process.[47]

Kahoot not only inspiring students but also teachers. Using *Kahoot* in the classroom does not require special technological skill for teachers. *Kahoot* very easy to use and can help teachers in evaluating reading learning formatively.

Based on observation and interview, the used of *Kahoot* game in teaching reading at 8th grade in A class of MTsN 2 Pamekasan as following below :

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[47] Christian Dwi Sartika, "*Analisis Keterampilan Membaca Pemahaman Dengan Media Pembelajaran Kahoot Pada Pembelajaran Bahasa Indonesia Untuk Siswa Kelas 4 Di SD Negeri 1 Moyoketen Tulungagung*", *Jotika Journal in Education*, Vol. 3, No. 1, (Agustus 2023): 4.

1. Firstly, the teacher started by asking students to open https://kahoot.it using a web browser or open the *Kahoot* application.

2. The second, the teacher asked to students fill in the "Game PIN" given by teacher field displayed on the smartTV, then click "Enter".

3. Next, the teacher are asked to write a nickname as identification and click "Ok, go!".

4. After that, they check the screen (on smart TV) to make sure that they are registered.

5. After all the students joined, then the teacher click "start".

6. The game will begin once access to questions is opened by the students.

7. Every time students finish answering, it will be shown whether the answer is right or wrong. At the end of the game, the final rating and score of the participants will be displayed.

2. **The Students' Responses on Teaching Reading by Using *Kahoot* Game at 8th Grade of MTsN 2 Pamekasan.**

Based on interviews at 8th grade of MTsN 2 Pamekasan, There were various responses of the students at the 8th grade in A class.

1. Learning is more fun

Kahoot can make learning more fun with online quizzes that all students can take in real-time. With its interactive features, such as picture questions and time limits for answers, *Kahoot* can make lessons more interesting and invite active participation from students. The

statement is similarity with Mustikawati's research (in Faizal Arifin) states that *Kahoot* can make students fun.[48]

2. Interesting

The learning process becomes more interesting by using *Kahoot* as a media. This is due to the many interesting features that can be used. One of them is *Kahoot's* ability to create a quiz eqipped with YouTube images and videos. The use multimedia such as images, audio, and video can increase attractiveness and help understand concepts more visually and interestingly. In addition, the competition features are in *Kahoot* can encourage students to be more excited to compete with their friends, so that the learning process becomes more interesting.

3. Not boring

Kahoot is one of the interactive learning media choices that makes the learning process more fun and less boring for students and teachers. The application emphasizes the importance of a learning style that connects the active role of student participantion with their engagement, creating sustained competition among friends with the material that is being studied or has already been studied. Buyamin et al.'s research (in Faizal Arifin) shows the same conclusion that students feel more motivated and not monotonous with the use of *Kahoot*. It is hoped that with more interest and motivation through the use of *Kahoot*, learning

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[48] Faizal Arifin, *Persepsi Mahasiswa Terhadap Penggunaan Kahoot Sebagai Media Pembelajaran di STIABI RIYADUL 'ULUM*, Jurnal SENA Seminar Nasional AHLI MEDIA, 2020. 16

will more effectively. The look and design displayed by the *Kahoot* App is also attractive and creative.[49]

4. Easy to understand

Using *Kahoot* learning media can make it easier and faster for students to understand the lesson material. This is because they do questions on *Kahoot,* which helps their understanding of the material. Besides that, *Kahoot* is a game-based learning that increase students' enthusiasm in taking lessons. When students focus on learning, they understand the lesson more easily.

Based on the results of interview above it is concluded that students like learning to use *Kahoot* which makes students become easy to understand the material and more enthusiasm in following the lesson. In the used of *Kahoot* game on teaching reading can be cusseed because the teacher sould using well and it is suitable for students at 8th grade students of MTsN 2 Pamekasan that learn the reading subject.

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[49] Faizal Arifin, *Persepsi Mahasiswa Terhadap Penggunaan Kahoot Sebagai Media Pembelajaran di STIABI RIYADUL 'ULUM*, Jurnal SENA Seminar Nasional AHLI MEDIA, 2020. 16.